Soundtrack Pro 101 Course Outline (2 Day)

Day 1
Lesson 1: Exploring the Workspace

- Workspace Overview
- Editing Pane Overview
- Setting Project Properties
- Working with Clips
- Exploring Clip Details
- Dividing Clips
- Cut and Paste Edits
- Working with Tracks
- Using the Track
- Tab Channel Strip
- Adjusting Volume and Pan
- Muting and Soloing
- Scrubbing Audio
- Zooming
- Magnifying

Lesson 2: Fixing Audio Files

- Opening Audio Files
- Non-destructive Editing and Actions
- Editing at the Sample Level
- Analyzing an Audio File
- Fixing Pops and Clicks
- Removing Noise
- Working with Ambient Noise
- Applying Changes to Other Final Cut Pro Clips

Lesson 3: Working with the Frequency Spectrum

- Frequency Spectrum View
- Adjusting Spectrum Display Controls
- Frequency Selection Tool
- Adding Selections to the Timeline
- Time Stretching Audio
- Multitrack Editing
- Understanding Snap Modes
- Using Cycle Regions

Lesson 4: Editing Multitrack Projects

- Opening Multitrack Projects
- Using the Timecode HUD
- Using Score Markers
- Spotting Effects
- Using the Multipoint Video HUD
- Ripple Edits

Day 2

Lesson 5: Working with Content

- Adding New Apple Collections
- Using the Search Function
- Creating Favorites
- Working with Effects
- Creating a Simple Soundtrack
- Exploring the Master Envelopes

Lesson 6: Mixing Multitrack Projects

- Using the Mixer
- Adding DSP Effects to a Track
- Adding DSP Effects to a Clip
- Working with Fades
- Using Busses
- About Submixes
- Using Envelopes to Automate Tracks
- Exploring Automation Modes
- Setting Volume for Video
- Returning to Final Cut Pro
- Exporting Your Song
- Exporting OMF/AAF Files
- Working with Production Sound

Lesson 7: Conforming Multitrack Projects

- Dialog Recording and ADR

Lesson 8: ADR Recording in Soundtrack Pro

- Setting Up for ADR, Choosing an Input
- Monitoring Recording
- Setting Recording Levels
- Recording the First Take
- Previewing a Recording
- Multitrack Recording

Lesson 9: Getting Deeper into ADR

- Using Prerecorded ADR Files
- Using the Multitake Editor
- Matching Sounds
- Using the Sound Pallet HUD
- Using the Lift and Stamp Tools